

ABSTRACT

Disclosed is a data synchronization method in multiplayer network games and a network game system using the same. The network game system
5 includes a plurality of clients in which an application program for a P2P network game is operated to execute the network game according to game logic; and a game server for mediating the network game among the clients, in which the application program includes a game processing module that defines
10 attributes of the objects, and a communication module that takes charge of communication between the game server and the clients and among the clients and, when there is a variation in the attributes of the objects, extracts varied contents to transmit them in unit of packets to the clients participating in the game. The present invention processes communication functions of
15 transmitting and receiving a variation in objects, which were performed by application in prior arts, using a separate module. Accordingly, data synchronization in network games can be achieved without increasing complexity of program.